PORTAL
USPTO

(texture and "primitive size" and algorithm) and (resample or resampling or resampled)

Found

Terms used: texture primitive size algorithm resample resampling resampled

Sort results by [relevance ▼]   ❧ Save results to a Binder   Refine these results with Advan Search
Display results [expanded form ▼]   ⌐ Open results in a new window   Try this search in The ACM Gui

Results 1 - 1 of 1

1 Catmull-Clark subdivision for geometry shaders
   Maxim Kazakov
   October 2007 AFRIGRAPH '07: Proceedings of the 5th international conference on
              Computer graphics, virtual reality, visualisation and interaction in Africa
   Publisher: ACM
   Full text available: 📄 pdf(6.45 MB)   Additional Information: full citation, abstract, references, index terms

   Bibliometrics: Downloads (6 Weeks): 43, Downloads (12 Months): 243, Citation Count: 0

      Subdivision surfaces possess many appealing properties applicable to interactive
      computer graphics. However, the necessity to access a variable-sized neighborhood
      in a control mesh makes it difficult to efficiently accelerate tessellation calculations ...

      Keywords: Catmull-Clark subdivision, embedded graphics hardware, geometry
      shader

Results 1 - 1 of 1

PORTAL
USPTO

Advanced Search

THE ACM DIGITAL LIBRARY

No results were found.

Please revise or start a new search instead

Enter words, phrases or names below to revise your search.
Surround phrases or full names with double quotation marks.

SEARCH

Edit the query directly, or use the form below

```
(texture and "polygon size" and "select algorithm") and
(resample or resampling or resampled)
```

Words or Phrases

Find [any field ▼] with

all of this text (and)

any of this text (or)

none of this text (not)

Names

Find
[any field ▼]
with names

using ⊙ all ○ any ○ none of the names

Keywords

Find author's keywords

using ⊙ all ○ any ○ none of the keywords

Affiliations

Find company or school

using ⊙ all ○ any
○ none of the affiliations

Publication

Find publication

using ⊙ all ○ any ○ none of the names

Published since [year] ▼ Published before [year] ▼

Find publisher

using ⊙ any ○ none of the names

In publication types ☐ Journal ☐ Proceeding ☐ Transaction ☐ Magazine ☐ Newsletter

Conference

Find sponsor names [   ]   Find location [   ]

using ⦿ all ○ any ○ none of the names

using ⦿ any ○ none of the locations

Find year (yyyy) [   ]

using ⦿ any ○ none of the years

Identification codes

Find ISBN/ISSN [   ]   Find DOI [   ]

Computing Classification System (CCS)   Required components

Find node [   ]   Results must have ☐ Full Text ☐ Abstract ☐ Re

Find subject/noun [   ]

☐ Look at primary category only

P🌐RTAL

USPTO

Search: ⦿ The ACM Digital Library ⦾ The Guide

SEARCH

📰 Feedback

((texture and "polygon size" and algorithm) and (resample or resampling or resampled))
Terms used: texture polygon
size algorithm resample resampling resampled

Four

Sort results by | relevance ▾ | 📎 Save results to a Binder

Refine these results with Adv₂

Display results | expanded form ▾ | ⬜ Open results in a new window

Try this search in The ACM G₁

Results 1 - 1 of 1

1 An accelerating splatting algorithm based on multi-texture mapping for volume rendering
◈ Han Xiao, De-Gui Xiao
November 2006 GRAPHITE '06: Proceedings of the 4th international conference on
Computer graphics and interactive techniques in Australasia and Southeast
Asia
Publisher: ACM
Full text available: 📄 pdf(134.80 KB) Additional Information: full citation, abstract, references, index terms

Texture-mapping hardware has been successfully exploited for volume rendering. In
this paper, we combine splatting method with 2D texture mapping efficiently and
propose an algorithm for footprint algorithm based volume rendering accelerated by
multi ...

Keywords: footprint, multi texture blending, splatting, volume render

Results 1 - 1 of 1

Subscribe (Full Service) Register (Limited Service, Free) Login

PORTAL
acm
USPTO

Search: ⊙ The ACM Digital Library ○ The Guide

SEARCH

THE ACM DIGITAL LIBRARY

⁂ Feedback

(((texture and polygon and size and select and pass) and (resample or resampling or resampled)))
Terms used:
texture polygon size select pass resample resampling resampled

Sort results by [relevance ▼]   ❧ Save results to a Binder   Refine these results w
                                                                Try this search in The
Display results [expanded form ▼]   ☐ Open results in a new window

Results 1 - 20 of 65   Result page: 1 2 3 4 next >>

1 Multi-grained level of detail using a hierarchical seamless texture atlas
   Krzysztof Niski, Budirijanto Purnomo, Jonathan Cohen
   April 2007 I3D '07: Proceedings of the 2007 symposium on Interactive 3D graphics and games
   Publisher: ACM
   Full text available: 📄 pdf(2.43 MB)   Additional Information: full citation, abstract, references, index terms

   Bibliometrics: Downloads (6 Weeks): 9, Downloads (12 Months): 175, Citation Count: 0

      Previous algorithms for view-dependent level of detail provide local mesh refinements either at t
      finest granularity or at a fixed, coarse granularity. The former provides triangle-level adaptation
      often at the expense of heavy CPU usage and low triangle ...

      Keywords: geometry image, level of detail, out-of-core, parametrization, texture atlas

2 Hardware-software-balanced resampling for the interactive visualization of unstructured gri
   Manfred Weiler, Thomas Ertl
   October 2001 VIS '01: Proceedings of the conference on Visualization '01
   Publisher: IEEE Computer Society
   Full text available: 📄 pdf(752.18 KB) 🖥 Publisher Site   Additional Information: full citation, abstract, references, cited by,
                                                                                index terms

   Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 24, Citation Count: 3

      In this paper we address the problem of interactively resampling unstructured grids. Three
      algorithms are presented. They all allow adaptive resampling of an unstructured grid on a
      multiresolution hierarchy of arbitrarily sized cartesian grids according ...

3 Texture synthesis over arbitrary manifold surfaces
   Li-Yi Wei, Marc Levoy
   August 2001 SIGGRAPH '01: Proceedings of the 28th annual conference on Computer graphics and
                interactive techniques
   Publisher: ACM
   Full text available: 📄 pdf(2.41 MB)   Additional Information: full citation, abstract, references, cited by, index term

   Bibliometrics: Downloads (6 Weeks): 10, Downloads (12 Months): 77, Citation Count: 46

      Algorithms exist for synthesizing a wide variety of textures over rectangular domains. However,

remains difficult to synthesize general textures over arbitrary manifold surfaces. In this paper, v
present a solution to this problem for surfaces defined ...

Keywords: curves & surfaces, texture mapping, texture synthesis

---

4 Level-of-detail volume rendering via 3D textures

Manfred Weiler, Rüdiger Westermann, Chuck Hansen, Kurt Zimmermann, Thomas Ertl
October 2000 VVS '00: Proceedings of the 2000 IEEE symposium on Volume visualization
Publisher: ACM

Full text available: 🔲 pdf(1.04 MB)   Additional Information: full citation, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 12, Downloads (12 Months): 85, Citation Count: 13

---

5 Parallel controllable texture synthesis

Sylvain Lefebvre, Hugues Hoppe
July 2005   ACM Transactions on Graphics (TOG), Volume 24 Issue 3
Publisher: ACM

Full text available: 🔲 pdf(1.95 MB) 🔲 mov(25:6 MIN) Additional Information: full citation, abstract, references, cited by,
                                                                        index terms, review

Bibliometrics: Downloads (6 Weeks): 44, Downloads (12 Months): 211, Citation Count: 9

We present a texture synthesis scheme based on neighborhood matching, with contributions in
areas: parallelism and control. Our scheme defines an infinite, deterministic, aperiodic texture,
from which windows can be computed in real-time on a GPU. ...

Keywords: Gaussian stack, coordinate jitter, data amplification, neighborhood matching, runtin
content synthesis, synthesis magnification

---

6 Lapped textures

Emil Praun, Adam Finkelstein, Hugues Hoppe
July 2000   SIGGRAPH '00: Proceedings of the 27th annual conference on Computer graphics and
               interactive techniques
Publisher: ACM Press/Addison-Wesley Publishing Co.

Full text available: 🔲 pdf(9.11 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 13, Downloads (12 Months): 73, Citation Count: 68

We present for creating texture over an surface mesh using an example 2D texture. The approa
is to identify interesting regions (texture patches) in the 2D example, and to repeatedly paste tʰ
onto the surface until it is completely ...

Keywords: parametrizations, texture mapping, texture synthesis

---

7 Texture mapping 3D models of real-world scenes

Frederick M. Weinhaus, Venkat Devarajan
December 1997 ACM Computing Surveys (CSUR), Volume 29 Issue 4
Publisher: ACM

Full text available: 🔲 pdf(1.98 MB)   Additional Information: full citation, abstract, references, index terms, review

Bibliometrics: Downloads (6 Weeks): 43, Downloads (12 Months): 503, Citation Count: 0

Texture mapping has become a popular tool in the computer graphics industry in the last few yᵉ
because it is an easy way to achieve a high degree of realism in computer-generated imagery w

very little effort. Over the last decade, texture-mapping ...

Keywords: anti-aliasing, height field, homogeneous coordinates, image perspective transformation, image warping, multiresolution data, perspective projection, polygons, ray traci real-time scene generation, rectification, registration, texture mapping, visual simulators, voxel

8 Parallel controllable texture synthesis

Sylvain Lefebvre, Hugues Hoppe
July 2005   SIGGRAPH '05: ACM SIGGRAPH 2005 Papers
Publisher: ACM

Full text available: pdf(1.98 MB) mov(25:6 MIN)   Additional Information: full citation, abstract, references, cited by, index terms, review

Bibliometrics: Downloads (6 Weeks): 44, Downloads (12 Months): 211, Citation Count: 9

We present a texture synthesis scheme based on neighborhood matching, with contributions in areas: parallelism and control. Our scheme defines an infinite, deterministic, aperiodic texture, from which windows can be computed in real-time on a GPU. ...

Keywords: Gaussian stack, coordinate jitter, data amplification, neighborhood matching, runtin content synthesis, synthesis magnification

9 Globally smooth parameterizations with low distortion

Andrei Khodakovsky, Nathan Litke, Peter Schröder
July 2003   SIGGRAPH '03: ACM SIGGRAPH 2003 Papers
Publisher: ACM

Full text available: pdf(7.26 MB) mov(21:29 MIN)   Additional Information: full citation, abstract, references, cited by index terms

Bibliometrics: Downloads (6 Weeks): 42, Downloads (12 Months): 146, Citation Count: 19

Good parameterizations are of central importance in many digital geometry processing tasks. Typically the behavior of such processing algorithms is related to the smoothness of the parameterization and how much distortion it contains. Since a parameterization ...

Keywords: compression, parameterization, rate distortion, resampling, smoothness

10 Image Space Advection on graphics hardware

Markus Grabner, Robert S. Laramee
May 2005   SCCG '05: Proceedings of the 21st spring conference on Computer graphics
Publisher: ACM

Full text available: pdf(476.72 KB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 38, Citation Count: 0

The scientific visualization and computer graphics communities have witnessed a tremendous ri in graphics processing unit (GPU) related literature and methodology recently. This is due in par the rapidly increasing processing speed offered by graphics ...

Keywords: GPU programming, flow visualization, graphics hardware, textures, vector field visualization

11 GoLD: interactive display of huge colored and textured models

Louis Borgeat, Guy Godin, François Blais, Philippe Massicotte, Christian Lahanier

Full text available: pdf(520.41 KB) mov(25.2 MIN)

This paper presents a new technique for fast, view-dependent, real-time visualization of large multiresolution geometric models with color or texture information. This method uses geomorph to smoothly interpolate between geometric patches composing ...

Keywords: geomorphing, level-of-detail, multi-resolution geometric modeling, out-of-core rendering, texture mapping, view-dependent rendering, visualization

---

12 A fast relighting engine for interactive cinematic lighting design

Reid Gershbein, Pat Hanrahan

Full text available: pdf(596.95 KB)

We present new techniques for interactive cinematic lighting design of complex scenes that use procedural shaders. Deep-framebuffers are used to store the geometric and optical information the visible surfaces of an image. The geometric information ...

Keywords: animation, illumination, image-based rendering, optics, rendering, rendering hardw texture mapping

---

13 Globally smooth parameterizations with low distortion

Andrei Khodakovsky, Nathan Litke, Peter Schröder

Full text available: pdf(7.26 MB) mov(21:29 MIN)

Good parameterizations are of central importance in many digital geometry processing tasks. Typically the behavior of such processing algorithms is related to the smoothness of the parameterization and how much distortion it contains. Since a parameterization ...

Keywords: compression, parameterization, rate distortion, resampling, smoothness

---

14 Surfels: surface elements as rendering primitives

Hanspeter Pfister, Matthias Zwicker, Jeroen van Baar, Markus Gross
Full text available: pdf(500.97 KB)

Surface elements (surfels) are a powerful paradigm to efficiently render complex geometric obje at interactive frame rates. Unlike classical surface discretizations, i.e., triangles or quadrilateral meshes, surfels are point primitives without explicit ...

Keywords: rendering systems, texture mapping

15 GoLD: interactive display of huge colored and textured models
Louis Borgeat, Guy Godin, François Blais, Philippe Massicotte, Christian Lahanier
July 2005   SIGGRAPH '05: ACM SIGGRAPH 2005 Papers
Publisher: ACM

Full text available: 📄 pdf(520.41 KB) 🎬 mov(25:2 MIN) Additional Information:

Bibliometrics: Downloads (6 Weeks): 32, Downloads (12 Months): 165, Citation Count: 2

This paper presents a new technique for fast, view-dependent, real-time visualization of large multiresolution geometric models with color or texture information. This method uses geomorph to smoothly interpolate between geometric patches composing ...

Keywords: geomorphing, level-of-detail, multi-resolution geometric modeling, out-of-core rendering, texture mapping, view-dependent rendering, visualization

16 Spherical parametrization and remeshing
Emil Praun, Hugues Hoppe
July 2003   SIGGRAPH '03: ACM SIGGRAPH 2003 Papers
Publisher: ACM

Full text available: 📄 pdf(28.33 MB) 🎬 mov(25:11 MIN) Additional Information:

Bibliometrics: Downloads (6 Weeks): 44, Downloads (12 Months): 159, Citation Count: 24

The traditional approach for parametrizing a surface involves cutting it into charts and mapping these piecewise onto a planar domain. We introduce a robust technique for directly parametrizin genus-zero surface onto a spherical domain. A key ingredient ...

Keywords: geometry images, meshes, remeshing, texture mapping

17 Spherical parametrization and remeshing
Emil Praun, Hugues Hoppe
July 2003   ACM Transactions on Graphics (TOG), Volume 22 Issue 3
Publisher: ACM

Full text available: 📄 pdf(28.33 MB) 🎬 mov(25:11 MIN) Additional Information:

Bibliometrics: Downloads (6 Weeks): 44, Downloads (12 Months): 159, Citation Count: 24

The traditional approach for parametrizing a surface involves cutting it into charts and mapping these piecewise onto a planar domain. We introduce a robust technique for directly parametrizin genus-zero surface onto a spherical domain. A key ingredient ...

Keywords: geometry images, meshes, remeshing, texture mapping

18 Hardware-accelerated point-based rendering of complex scenes
Liviu Coconu, Hans-Christian Hege
July 2002   EGRW '02: Proceedings of the 13th Eurographics workshop on Rendering
Publisher: Eurographics Association

Full text available: 📄 pdf(1.33 MB)   Additional Information:

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 75, Citation Count: 7

High quality point rendering methods have been developed in the last years. A common drawba

of these approaches is the lack of hardware support. We propose a novel point rendering techni
that yields good image quality while fully making use of hardware ...

19 Shear-image order ray casting volume rendering

Yin Wu, Vishal Bhatia, Hugh Lauer, Larry Seiler

April 2003   I3D '03: Proceedings of the 2003 symposium on Interactive 3D graphics

Publisher: ACM

Full text available: pdf(4.43 MB)   Additional Information: full citation, abstract, references, cited by, index terms

Bibliometrics: Downloads (6 Weeks): 6, Downloads (12 Months): 123, Citation Count: 5

This paper describes shear-image order ray casting, a new method for volume rendering. This
method renders sampled data in three dimensions with image quality equivalent to the best of r
per-pixel volume rendering algorithms (full image order), while ...

Keywords: base plane, image order, ray casting, shear warp, shear-*image* order, volume
rendering

20 Forward rasterization

Voicu Popescu, Paul Rosen

April 2006   ACM Transactions on Graphics (TOG),   Volume 25 Issue 2

Publisher: ACM

Full text available: pdf(1.04 MB)   Additional Information: full citation, abstract, references, index terms

Bibliometrics: Downloads (6 Weeks): 14, Downloads (12 Months): 168, Citation Count: 0

We describe forward rasterization, a class of rendering algorithms designed for small polygonal
primitives. The primitive is efficiently rasterized by interpolation between its vertices. The
interpolation factors are chosen to guarantee that each pixel ...

Keywords: 3D warping, antialiasing, point-based modeling and rendering, rasterization, render
pipeline

Results 1 - 20 of 65   Result page: 1   2   3   4   next   >>

PORTAL
USPTO

Advanced Search

THE ACM DIGITAL LIBRARY

No results were found.

Please revise or start a new search instead

Enter words, phrases or names below to revise your search.
Surround phrases or full names with double quotation marks.

SEARCH

Edit the query directly, or use the form below

```
(((((texture and polygon and size and "select algorithm" and
pass) and (resample or resampling or resampled))))
```

Words or Phrases

Find [any field ▼] with

all of this text (and)

any of this text (or)

none of this text (not)

Names

Find
[any field ▼]
with names

using ⦿ all ○ any ○ none of the names

Keywords

Find author's keywords

using ⦿ all ○ any ○ none of the keywords

Affiliations

Find company or school

using ⦿ all ○ any
○ none of the affiliations

Publication

Find publication

using ⦿ all ○ any ○ none of the names

Find publisher

using ⦿ any ○ none of the names

Published since [year] ▼ Published before [year] ▼

In publication types ☐ Journal ☐ Proceeding ☐ Transaction ☐ Magazine ☐ Newsletter

Conference

Find sponsor names [   ]   Find location [   ]

using ⦿ all ○ any ○ none of the names

using ⦿ any ○ none of the locations

Find year (yyyy) [   ]

using ⦿ any ○ none of the years

Identification codes

Find ISBN/ISSN [   ]   Find DOI [   ]

Computing Classification System (CCS)   Required components

Find node [   ]   Results must have ☐ Full Text ☐ Abstract ☐ Re

Find subject/noun [   ]

☐ Look at primary category only

PORTAL
USPTO

Advanced Search

THE ACM DIGITAL LIBRARY

No results were found.

Please revise or start a new search instead.

Enter words, phrases or names below to revise your search.
Surround phrases or full names with double quotation marks.

SEARCH

Edit the query directly, or use the form below

```
((texture and primitive and pass and size and "select
mode") and (resample or resampling or resampled))
```

Words or Phrases

Find [any field ▼] with

all of this text (and)

any of this text (or)

none of this text (not)

Names

Find
[any field ▼]
with names

using ⊙ all ○ any ○ none of the names

Keywords

Find author's keywords

using ⊙ all ○ any ○ none of the keywords

Affiliations

Find company or school

using ⊙ all ○ any
○ none of the affiliations

Publication

Find publication

using ⊙ all ○ any ○ none of the names

Published since [year] ▼ Published before [year] ▼

Find publisher

using ⊙ any ○ none of the names

In publication types ☐ Journal ☐ Proceeding ☐ Transaction ☐ Magazine ☐ Newsletter

Conference

Find sponsor names [_____]   Find location [_____]

using ⦿ all ○ any ○ none of the names

using ⦿ any ○ none of the locations

Find year (yyyy) [_____]

using ⦿ any ○ none of the years

Identification codes

Find ISBN/ISSN [_____]   Find DOI [_____]

Computing Classification System (CCS)

Find node [_____]

Find subject/noun [_____]

☐ Look at primary category only

Required components

Results must have ☐ Full Text ☐ Abstract ☐ Re

Search Session History

BROWSE   SEARCH   IEEE XPLORE GUIDE

Edit an existing query or compose a new query in the Search Query Display.

Select a search number (#) to:

- Add a query to the Search Query Display
- Combine search queries using AND, OR, or NOT
- Delete a search
- Run a search

Sat, 14 Jun 2008, 9:51:36 AM EST

Search Query Display

Recent Search Queries

#1   (((resample <or> resampled <or> resampling) <and> (texture <and> pass <and> select <and> (polygon <or> primitive <or> triangle)))<in>metadata)